NES-LX-USA

THE LAST STARFIGHTER

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GREETINGS FROM RYLOS

"GREETINGS, STARFIGHTER. YOU HAVE BEEN RECRUITED BY THE STAR LEAGUE TO DEFEND THE FRONTIER AGAINST THE FORCES OF XUR AND THE KO-DAN ARMADA."

Ah, yes—the introduction to your favorite video game,"Starfighter." You've played it for so long you can hear these words in your sleep. Get ready, because the game is about to become reality.

Prepare yourself for a surprise: "Starfighter" isn't your average arcade game. In fact, it's not a game at all, but rather an intergalactic battle simulator—a training device designed by the alien, Centauri, to locate promising new Starfighter recruits for his home planet of Rylos. When you broke the "Starfighter" high-score record, the game sent a message to Centauri that another starfighter was available. Pay attention—I think he's found you.

"Greetings, Starfighter. I am Centauri, of the planet Rylos. Congratulations on your acceptance into the elite Starfighter corps—you won't regret your decision to join us.

Our comprehensive package includes room and board, full medical benefits, season tickets to...but we can go into all that later. Now it's time for some action. Before you take the controls of your GunStar fighter ship, Let me explain why your skills are so desperately needed by the people of Rylos."

Rylos is normally a peaceful planet. We belong to the Star League, a group of planets surrounded by a protective shield called the Frontier. Our problem is Xur, renegade son of the Emperor of Rylos and an all-around troublemaker. Xur has joined forces with the hostile Ko-Dan race and he's determined to seize his father's throne. If this happens, it spells disaster for Rylos and the rest of the Star League.

Unfortunately, Xur is about to make good on his threats. Command Ships of the Ko-Dan Armada found a break in the Frontier and launched an all-out attack, destroying the Command Center on Rylos...and the entire Starfighter legion along with it. A single GunStar remains intact, but there are no Starfighters to man the ship's controls—except you, that is. *Prepare to defend the Frontier against the forces of Xur and the Ko-Dan Armada*....and good luck!

GETTING STARTED

1. Insert your game cartridge, label side up, into your NES unit and close the door. Make sure that your NES is properly connected, then press the POWER button to turn the unit on.
2. The game's title screen will appear, followed by the player selection screen. If you do nothing, a short demo will begin; press any button to exit the demo and return to the player selection screen.
3. You may attempt your mission alone, or compete against another Starfighter. Choose either a 1 Player or 2 Player game by pressing the **Select Button** on Control Pad 1 to switch between these options. Since only one GunStar ship remains, if there are two Starfighters you will have to alternate turns. (Starfighter 1 uses Control Pad 1, Starfighter 2 uses Control Pad 2).
4. Press the **Start Button** on Control Pad 1 to begin play.

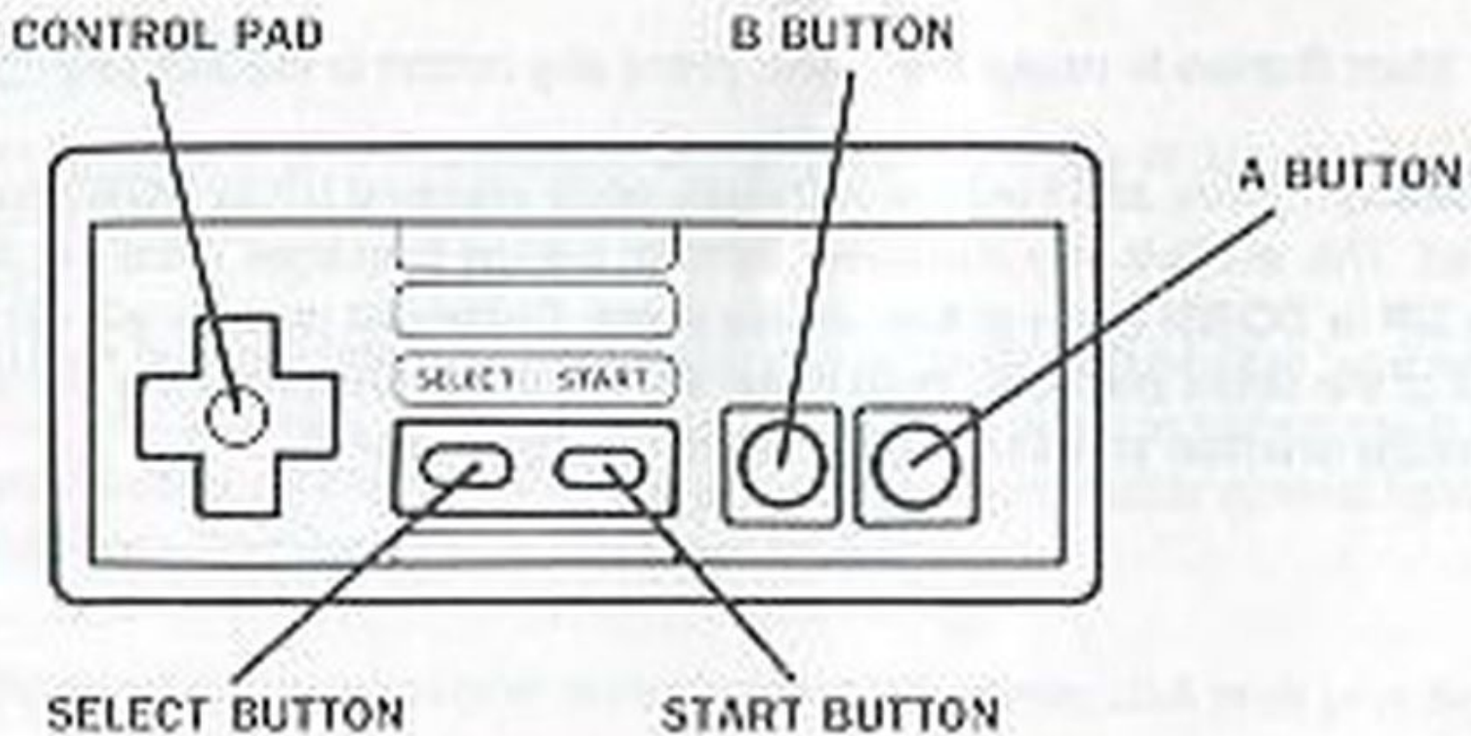
YOUR MISSION

Your mission is simple: you must destroy waves of Xurian fighters and the Command Ships that control them. There are 15 Command Ships, each one more deadly than the last. You are given three chances to destroy the Command Ships. If you fail to destroy

the enemy alter three chances, your mission ends ..and Xur takes control of the Star League. If you destroy one Command Ship, your GunStar will be transported to the next planet under attack and you will receive an additional life.

CONTROLLING YOUR GUNSTAR

Your GunStar is a highly advanced fighter ship equipped with sophisticated laser weapons. It can turn sideways, do half-rolls, and reverse direction instantly. Your GunStar is faster and more maneuverable than the Xurian fighters, but they outnumber you by hundreds to one. You have unlimited fire power, but can shoot only in the direction you are facing.



While your GunStar is moving to the right, press the **RIGHT** side of the Control Pad to go faster and press the **LEFT** side to slow down. Once you have reached your slowest speed, pressing **LEFT** on the Control Pad will turn the GunStar completely around and it will begin traveling left.

While traveling left, pressing **LEFT** will increase your speed; pressing **RIGHT** will decrease your speed and then turn the ship around.

Press **UP** and **DOWN** on the Control Pad to move the GunStar from side to side.

Press the **B Button** to fire your lasers. You have unlimited fire power.

Press the **Start Button** to pause the game; press any button to resume play.

To turn sideways, press and hold the **A Button** while pressing **UP** or **DOWN** on the Control Pad. This will help you maneuver through narrow passages. Hold the **A Button** and press **UP** or **DOWN** again to turn upside down. Continued presses will cycle through all of the ship's positions. Hold down the **A Button** and press the Control Pad in the opposite direction to return to your normal flying position.

THE ATTACK

Your GunStar is launched automatically and passes through the Frontier, heading directly toward the nearest Xurian Command Ship. Begin your strafing run, taking out as many surface objects and Xurian fighters as you can. When most of the Command Ship's defenses have been eliminated, a **"LAND NOW"** message will appear on the top of the screen. When this message begins to flash, approach the master runway from the left side and guide your GunStar to the center. (If you have already flown over or passed the runway, make sure you fly back over it, turn around, and approach it from the left side.) Land by flying over the end of the runway in the direction of the landing arrows.

THE ENEMY

Each Xurian Command Ship is equipped with at least two types of defenses: airborne fighters and homing mines.

FIGHTERS

Waves of Xurian fighters patrol the airspace above each Command Ship, and will fire if they spot you. The best way to destroy these fighters is to move in behind them and fire from that direction. At the higher levels, you may also encounter special fighters that will attack your GunStar directly—look out for them!

MINES

When you fly over flashing generator parts, homing mines may lock onto your flight

pattern and attempt to blow up the GunStar. If you hear a telltale beeping sound, you'll know that a mine has been launched in your direction. These mines cannot be destroyed, but have a limited life span and can be avoided with some deft flying maneuvers.

OTHER SURFACE OBJECTS

As you fly, be sure to avoid the communications aerials, meteor shields, and other obstructions on the ship's surface. You don't want to crash and ruin an otherwise stellar career!

THE FUEL ROD CHAMBER

Once you land on the Command Ship, you will pass into the fuel rod chamber. In front you will see a pyramid of lights alternately flashing bonus points and **QUIT**. To earn the bonus points, press the **A** or **B Button** at the exact moment the bonus indicator lights up. If you succeed, you will advance to the next bonus level.

Once **QUIT** is selected (or the countdown timers at the top of the screen reach zero), your bonus points will be totaled and you will automatically leave the fuel rod chamber. This activates the Death Blossom, an explosive device which then vaporizes the Command Ship. After zooming away from the scene of destruction, your GunStar will be transported to the next Star League planet under attack.

SCORING

You earn points by destroying Xunan fighters and surface objects on the Command Ships, and by correctly selecting the flashing bonus points in the fuel rod chamber. Special bonus points are awarded for destroying all the fighters in a wave and after each 10,000 points you accumulate.

POINTS

Explodable surface feature:	**50 points**
Enemy fighter on runway:	**200 points**
Airborne enemy fighter:	**100-1000 points**
Destroying all fighters in a wave:	**100 points**
Earning 10,000 points:	**Extra life**

THE HALL OF FAME

If your score is high enough, you will be asked to add your initials to the Starfighters' Hall of Fame. Press **UP** or **DOWN** on the Control Pad to move forward and back through the alphabet; press **RIGHT** to go on to the next letter. WARNING: Pressing ANY button will cause you to exit the Hall of Fame screen immediately. When you have finished entering your initials, press any button to continue.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.